

# Endeavor - Rules for EveryGame

Credit for the game this implements goes to designers Carl de Visser and Jarratt Gray. It is published by Z-Man Games in the USA who has given permission for this module to be made available. Artwork credit goes to Josh Cappel.

Your favorite shipping and colonization game has made its way to the iPad at last in this adaptation of Endeavor for the iPad. This is a complete implementation of Endeavor that, while not accommodating any official rules for the 3+ players rules, it can accommodate a couple 2-player variants found online. Also, the SoloPlay series of rules has an entry for Endeavor that this module has been designed to accommodate.

Link to "Official" 2-Player Variant by the game designer, Jarratt Gray:  
<http://boardgamegeek.com/thread/437708/2-player-endeavor>

Link to Fast, Friendly 2-Player Variant:  
<http://boardgamegeek.com/thread/590949/faster-friendlier-2-player-endeavor>

Link to SoloPlay Variant: [http://www.boardgamegeek.com/filepage/49830/soloplay\\_endeavor\\_v1-pdf](http://www.boardgamegeek.com/filepage/49830/soloplay_endeavor_v1-pdf)

## The Player Areas of the Main Board

In the middle of the player areas, five circular areas hold the five colors of population tokens. A sixth circle held all the action/resource tokens that are dealt to the areas around the board. It can be used as a discard pile for any of these tokens if needed (e.g. after action tokens are used they can go here).

Each player area has four blue circular areas that can hold action tokens until they are used. A card-holding area holds all the cards for the player and can be cycled through with a **triple tap**.

The building areas can hold any type of building in any of the areas outlined in rectangles. Buildings that have a graphical space for a population token will accept a population token in that area.

Population tokens can be held in a stack at the bottom left of each play area which would represent tokens ready for use.

Each player has a scoring area that simulates the track on the player boards on the physical copy of the game. You can drag architecture, culture, finance, or political tokens into their matching graphic in the scoring area. As you do so, it not only keeps a count of those tokens on the stack itself; it also will increment the score of the track just to the right of the stack of tokens. This score represents the position of the track and can be manually increased or decreased using the plus and minus signs when buildings or cards are obtained that would affect it.

## The Main Board Area

When the game is started, the module shuffles a stack of resource/action tokens and deals them out to the shipping tracks/cities throughout the board. This ensures a random setup each time. These tokens have no tap action associated with them. They are simply meant to be dragged around, mostly just to the player scoring areas. You can also drag population markers to the circular areas on the board. All the

cards at the end of the shipping tracks can be dragged to player card stacks or the discard pile.

## The Building Stock Board

On the bottom of the screen, you can find a tab named “Buildings” that will reveal the building stock. Each shows a count of how many are left. They can be dragged to the player building locations.

## The SoloPlay Player Aid Board

If playing solo using the SoloPlay rules referenced in the first paragraph, you can use the provided tab at the top of the screen called “Solo Buildings”. More details on how to use that board can be found at the link in the first paragraph.